

FIG. 1

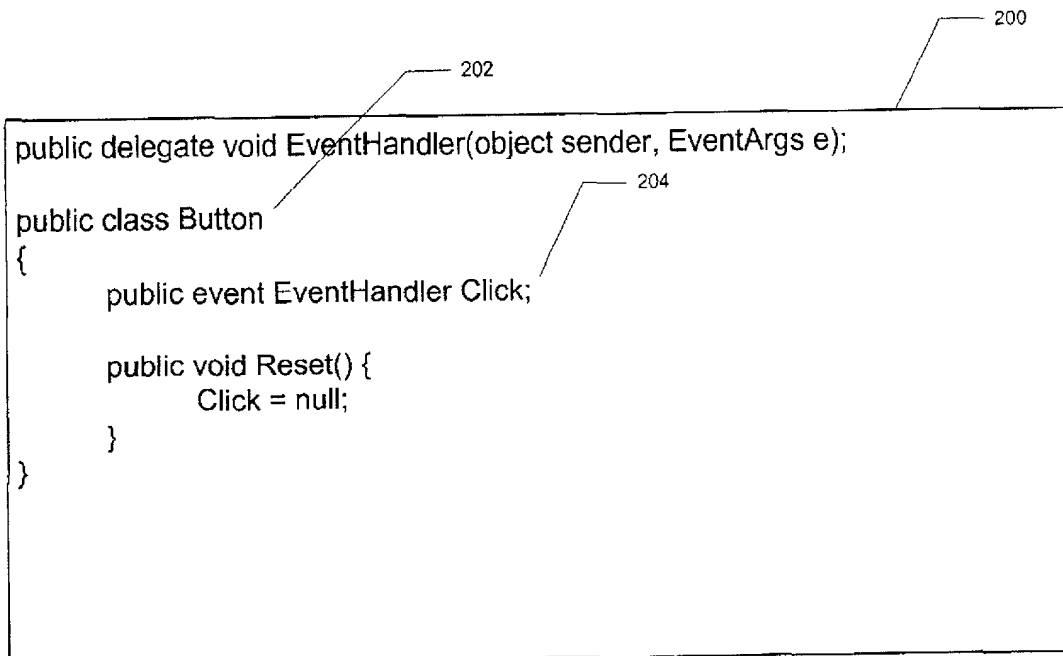


FIG. 2

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```
public class Form1
{
    public Form1() {
        // Add Button1_Click as an event handler for Button1's Click
        Button1.Click += new EventHandler(Button1_Click);
    }

    Button Button1 = new Button();

    void Button1_Click(object sender, EventArgs e) {
        Console.WriteLine("Button1 was clicked!");
    }

    304
    public void Disconnect() {
        button1.Click -= new EventHandler(Button1_Click);
    }
}
```

FIG. 3

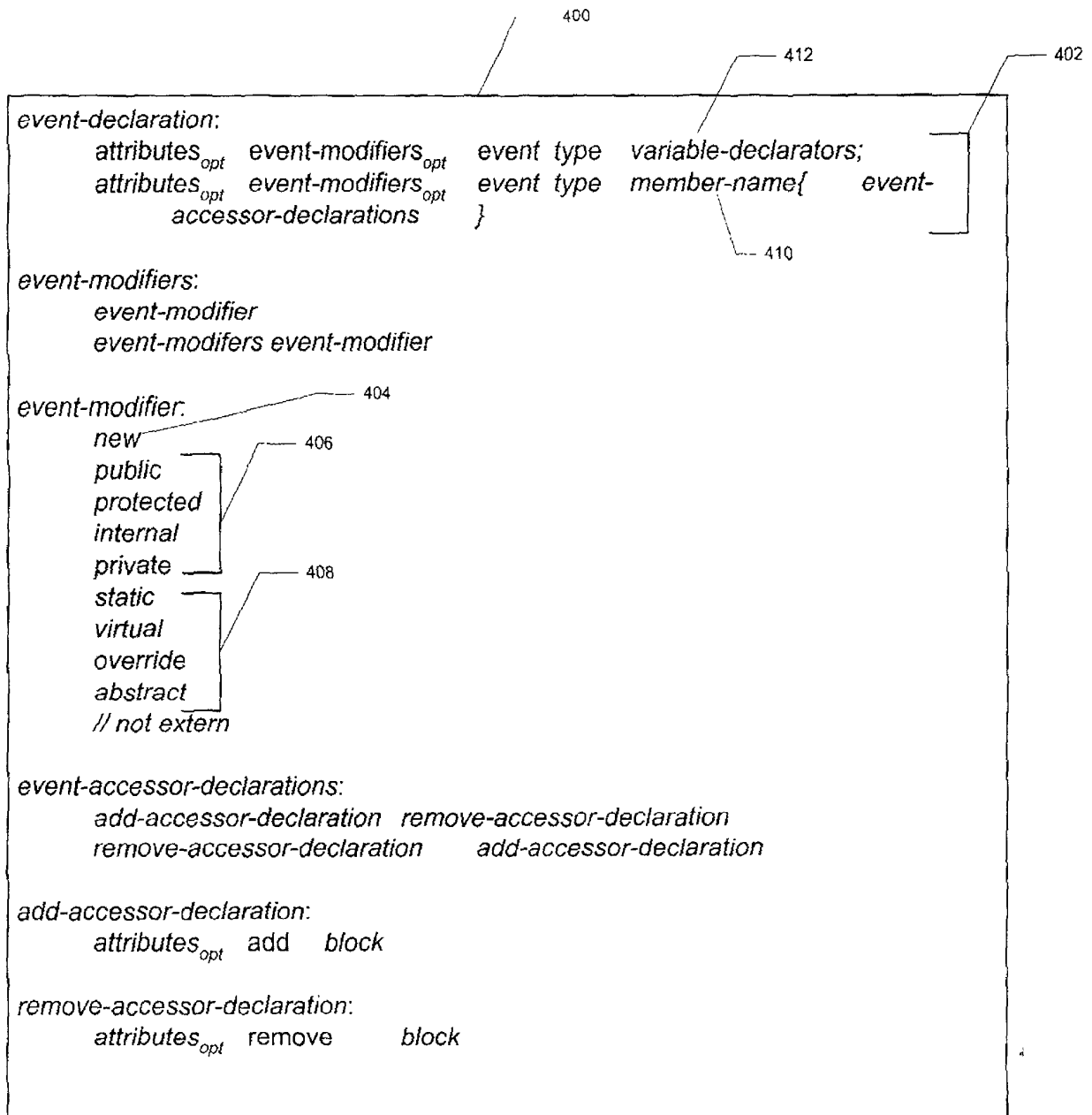


FIG. 4

delegate EventHandler(object sender, EventArgs e)

class EventArgs()

```
class Button
{
    public event EventHandler Click;
    public string Caption;
    protected void OnClick();
    public void SimulateClick();
}
```

```
class Form
{
    public Button OkButton;
    public Button CancelButton;

    void OkButton_Click(object sender, EventArgs e);
    void CancelButton_Click(object sender, EventArgs e);
}
```

```
class test
{
    static void Main;
};
```

FIG. 5

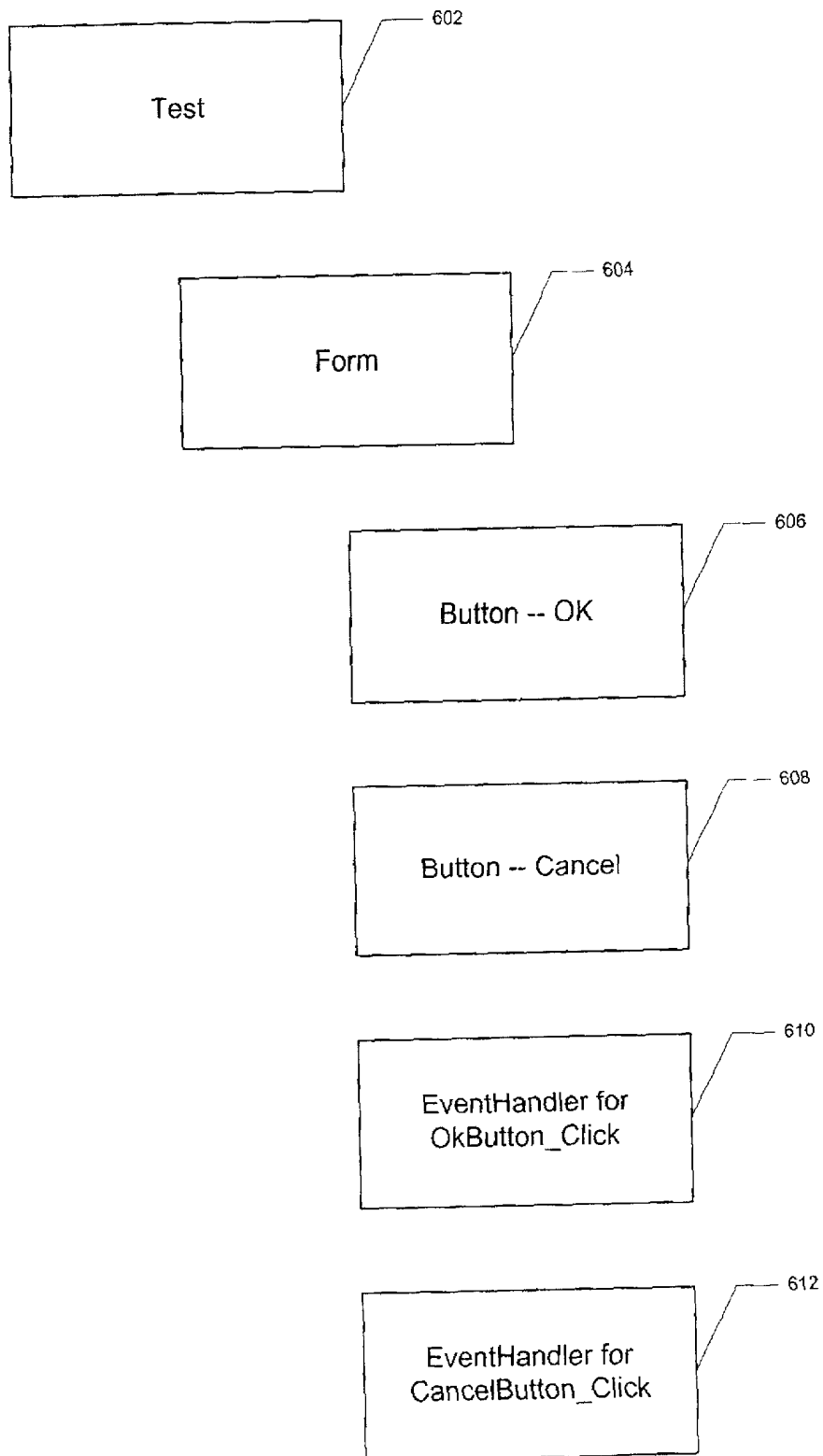


FIG. 6